



MORE ON JAVASCRIPT

Most famous High-Level Programming Language



Operators

- All the operators in JavaScript can be divided into three groups.
 1. Arithmetic Operators
 2. Assignment Operators
 3. Comparison & Logical Operators
- **Arithmetic Operators:**

Operator	Description
+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulus
++	Increment
--	Decrement

Operators

- **Assignment Operators:**

Operator	Example	Same As
=	$x = y$	$x = y$
+=	$x += y$	$x = x + y$
-=	$x -= y$	$x = x - y$
*=	$x *= y$	$x = x * y$
/=	$x /= y$	$x = x / y$
%=	$x \% = y$	$x = x \% y$

Operators

- **Comparison & Logical Operators:**

Operator	Description
==	equal to
===	equal value and equal type
!=	not equal
!==	not equal value or not equal type
>	greater than
<	less than
>=	greater than or equal to
<=	less than or equal to
?	ternary operator

JS Array

- Array is a **collection** of multiple items under a **single** variable name or Array is an **ordered list** of values.
- Each item in an array is called **element** of the array.
- Position of element is called **index** which starts from **zero**. So, the **first** item in the array has **zero** index.
- An array can hold values of **mixed** types. For example, you can have an array that stores elements with the types number, string, and Boolean.
- The size of an array is **dynamic** and **auto-growing**. In other words, you don't need to specify the **array size** upfront.
- The following **example** creates the colors array that holds **string** elements:

```
var colors = ['red', 'green', 'blue'];
```

- To access an element in an array, you specify an **index** in the square brackets **[]**:

```
colors[1];
```



JS Object

- An Object is a collection of **key-value pairs**, or an object is a collection of **related** data and/or functionality.
- Each key-value pair is called **property** of the object.
- **Any value** can be given to a key like string, number, Boolean, function etc.
- If the value of a key is **function**, then this key-value pair is called **method** of the object.
- The following **example** creates a person object:

```
const person = {  
  name: ['Bob', 'Smith'],  
  age: 32,  
  bio: function() {  
    console.log(`My name is Bob and I am 32`);  
  },  
};
```

Popups

- JavaScript has **three** types of alert boxes or popups.

1. Alert Box
2. Confirm Box
3. Prompt Box

- **Alert Box:**

- Used for showing alerts.

```
window.alert("Alert: You are leaving the Page");
```

- **Confirm Box:**

- Used for confirmation of actions.

```
window.confirm("Confirmation: Do you want to delete?");
```

- **Prompt Box:**

- Used for getting input in alert box from user.

```
var name = window.prompt("Message", "default value");
```



Functions

- A JS function is a **block of code** or collection of JS **statements** that performs a **specific** task.
- You must have seen functions like **alert()** and **write()**. We were using these functions again and again, but they had been written **in core JavaScript** only once.
- JavaScript allows us to write **our own** functions as well.
- A function **definition** (also called a function **declaration**, or function **statement**) consists of the function keyword, followed by:
 1. The **name** of the function.
 2. A list of **parameters** to the function, enclosed in parentheses and separated by commas.
 3. The JavaScript statements that define the function, enclosed in **curly** brackets, **{...}**.

```
function functionname(parameter-list)
{
    Statements...
}
```


Functions

- The code inside the function/curly braces will **execute** when "something" **invokes** (calls) the function.

- To **call** a function, write the function **name** with **parenthesis**.

```
functionname();
```

- The function will **stop** executing, when JavaScript reaches a **return** statement.
- Function **parameters** are the **names** listed in the function **definition** like p1,p2.

```
functionname(p1, p2) {...};
```

- Function **arguments** are the real values received by the function when it is **invoked** like 14,3.

```
functionname(3.14, 2.3);
```



Any Questions?

THANKS!

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